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LEGIONNAIRE

TM REG. APPL. FOR

COMPUTER GAME
DISKETTE FOR:
Apple II®, 48K

No. 43552

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LEGIONNAIRE
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Apple II® Diskette 48K
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Avedorix Bloodaxe, chieftain of the Morini, wheeled his horse to look down the hill at his troops. Their horses were no longer fresh, and many of his men lay dead or wounded from the battle with the Roman cavalry, but he still had at least 20,000 Morini warriors remaining. They had chased the cavalry for hours, finally catching them near a small copse of woods, only to realize that it was a ruse—Caesar had sent Crassus out to lead off and delay the Morini cavalry so that he could deal with the Sequani first, on more even terms. Avedorix was furious at having been tricked, but Crassus would never return to report his success to Caesar. Trapped against the woods, Crassus found no escape from the ferocious horde of Morini, though some brave warriors died before the Romans were finally broken.

Over the hill Avedorix could hear the commotion of the main battle, where the Sequani were still fighting the Roman infantry. Avedorix was getting apprehensive, as the Sequani had been fighting for more than an hour now, and were likely to be in bad shape. He knew the capabilities of his own troops, and in a drawn out battle his men would soon be just so much dog meat.

As Avedorix reached the crest of the hill with the front line of his warriors he saw that the Sequani were indeed badly shaken. Of some 40,000 Sequani warriors in camp last night, less than half remained and most of those were tired. The Roman line, though thinned, was unbroken. Then Avedorix realized that the Roman line was facing the wrong direction! Expecting Crassus to hold them off for a while longer, Caesar had not expected the Morini to arrive so soon, when he had not yet finished the Sequani. Best of all, they were below him on the hill!

THIS GAME CONTAINS a complete set of instructions, software for the above computer and a deluxe edition of THE LEGIONNAIRE'S MANUAL.

Quickly Avedorix called to his chieftains to charge, and a wave of screaming Morini warriors poured over the crest of the hill, sweeping down towards the embattled legions that only now saw their doom charging down the slope at them. Trapped between the Sequani and the devastating force of a Morini charge, they had nowhere to run and no room to maneuver.

Night fell on a silent battlefield. Except for a few warriors still searching bodies for pillage, the crows were the only life remaining on the bloody hillside. Down below, in the camp, the warriors were singing the praises of Avedorix Bloodaxe. He did not enjoy the fruits of his victory, however, as he was lying near the crest of the hill. His teeth still bared in a ferocious snarl and his eyes open to the stars.

LEGIONNAIRE is a real-time game of combat between the Roman Legions of Julius Caesar (you) and the Gaulish barbarian hordes (the computer). High resolution graphics and sound brings you the live action. You have up to ten legions to command, each with different strengths and weaknesses, and a choice of any two of sixteen different barbarian tribes to fight. As Caesar did two thousand years ago, you must meet the Gauls and defeat them. They outnumber you at least two to one, so you must use the terrain and the disorganization of the barbarians to counter your disadvantage in numbers. Above all, you must be able to react quickly to the changing battlefield situation, or the battle described above could happen to you! Caesar managed to conquer all of Gaul—can you do as well, or will the barbarian hordes defeat your legions?

Legionnaire is ready to run on your Apple® II or II + with 48K memory and disk drive.

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COMPUTER GAME DISKETTE FOR: Apple II®, 48K No. 43552

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LEGIONNAIRE

YOU Against The Computer

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